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Subject: C&C Mutation Possibly Delayed

Posted by [NeoSaber](#) on Thu, 13 May 2004 21:57:29 GMT

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I mixed together a few of the ideas and I think I've come up with a solution that doesn't require a new scripts.dll.

I ran another FDS test on Mutation earlier and didn't see any problems with the new setup. I have a few final things to check, but it should be done in a day or two.

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